The Virtual World of Second Life: A Growing Educational Platform

A Wide and Shallow Overview by Stephen Jacobs: sj@mail.rit.edu

To be Covered…

- A Little Virtual World History
- Current Virtual Worlds
- Second Life
- Second Life and Education
- Intro to the NMC
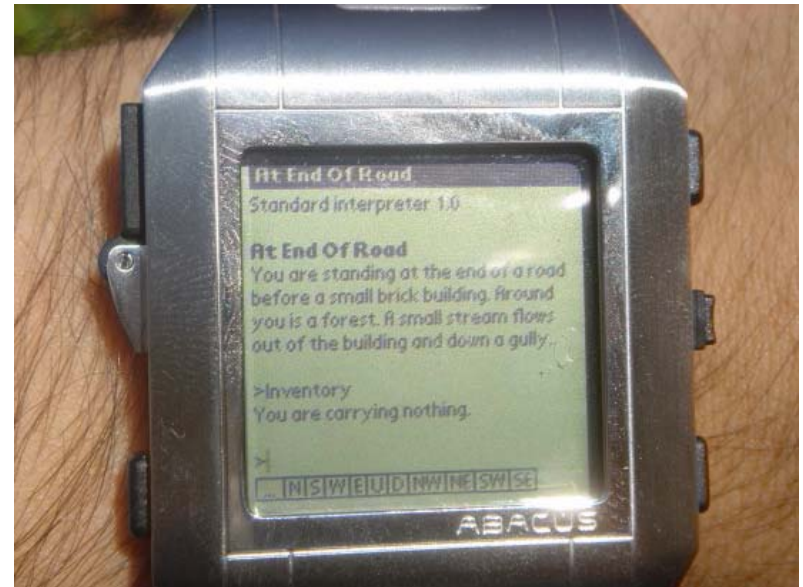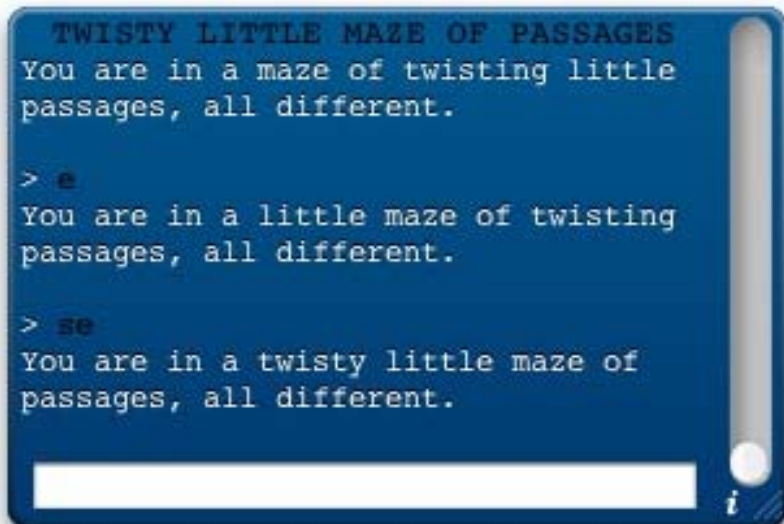- Q and A

What is a Virtual World?

"A virtual world is a computer-based simulated environment intended for its users to inhabit and interact via *avatars*…
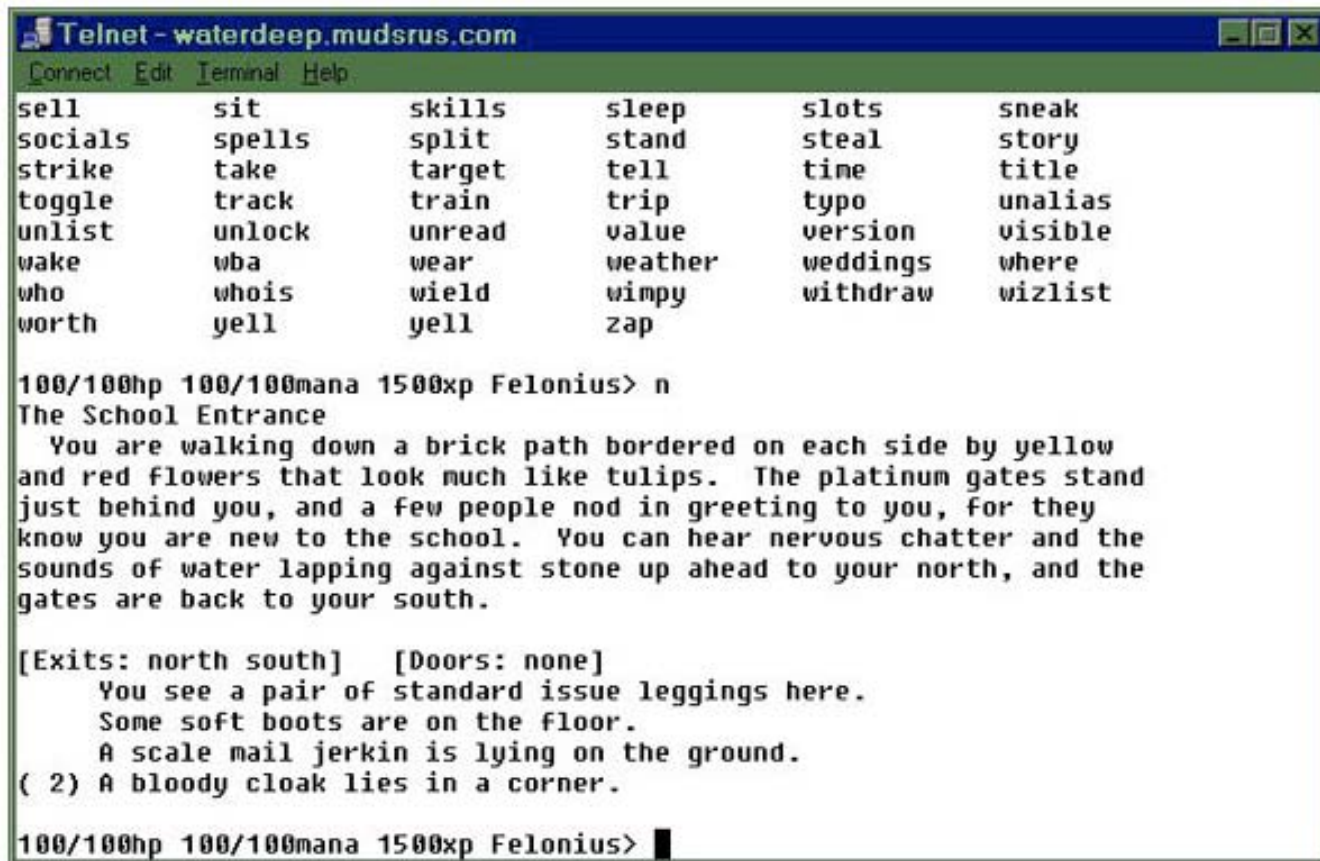
Wikipedia

Brief History of Virtual Worlds

- Ancestors:
  - Telephones, IRC, Discussion Boards
- 1976 Colossal Cave Adventure. Crowther.
  - One of many web pages on CCA's History

Brief History of Virtual Worlds

- [Multi User Dungeons](#) (MUDs)
  - MUD Developed 1978 by Bartle and Trubshaw

```
Telnet - waterdeep.mudsrus.com
Connect  Edit  Terminal  Help

sell        sit         skills      sleep       slots       sneak
socials     spells      split       stand       steal       story
strike      take        target      tell        time        title
toggle      track       train       trip        typo        unalias
unlist      unlock      unread      value       version     visible
wake        wba         wear        weather     weddings    where
who         whois       wield       wimpy       withdraw    wizlist
worth       yell        yell        zap

100/100hp 100/100mana 1500xp Felonius> n
The School Entrance
  You are walking down a brick path bordered on each side by yellow
and red flowers that look much like tulips.  The platinum gates stand
just behind you, and a few people nod in greeting to you, for they
know you are new to the school.  You can hear nervous chatter and the
sounds of water lapping against stone up ahead to your north, and the
gates are back to your south.

[Exits: north south]   [Doors: none]
     You see a pair of standard issue leggings here.
     Some soft boots are on the floor.
     A scale mail jerkin is lying on the ground.
( 2) A bloody cloak lies in a corner.

100/100hp 100/100mana 1500xp Felonius> █
```

MUDs Are Not Dead.

Lucas Arts Habitat, 1985

The Habitat Chronicles

MUD Object Oriented:

developed by White in Feb 1990, and refined by Curtis, October 1990 as LambdaMOO

SCRIBBLE, SCRIBBLE, SCRIBBLE
selected **TEXTS**, published and unpublished

BY JULIAN DIBBELL

A RAPE IN CYBERSPACE

(Or TINYSOCIETY, and How to Make One)

Chapter One of Julian Dibbell's *My Tiny Life*, 1998. (First published in **somewhat different form** in *The Village Voice*, December 1993.)

They say he raped them that night. They say he did it with a cunning little doll, fashioned in their image and imbued with the power to make them do whatever he desired. They say that by manipulating the doll he forced them to have sex with him, and with each other, and to do horrible, brutal things to their own bodies. And though I wasn't there that night, I think I can assure you that what they say is true, because it all happened right in the living room -- right there amid the well-stocked bookcases and the sofas and the fireplace -- of a house I came later to think of as my second home.

Output Window

Helen [to Carlo]: hi!
Martina lights a cigarette
Nina steps on Hasko

Tom holds up a BIG sign: | No smoking in this room, please. |

Hasko [to Nina]: Ouch...
Uta hustet
Britta cannot find a place to sit down
Stanley sits on the ceiling
Andrea takes a seat next to carla
Martina drops the cigarette.

Tom holds up a BIG sign: | Okay, can we start? |

You say, "Well, first of all, once again: welcome to my room.
Jemma, Darius and I are going to present our discussion project to
you today."
You say, "Over the last few weeks, we have discussed immigration
to both our countries. We have collected data and other material and
we have created a homepage to present our material in the
WorldWide Web."
Watch out, a page message from Markus. He pages, "Tom, please
slow down a bit! We need more time to read what you've prepared!"
page Markus no prob ...
Tom says, "ok, we will give you the URL of the page in a minute - so
you can see what we've done in the web window, but first Jemma will
tell you a bit more about what we have done."

Input Window

○ normal
○ say
○ emote

Tom's room

A refurbished room, a brand new experience, something for all senses.
There is a desk, a chair, a stereo, a bed, a blue rug, a computer, a pile
of books and papers. But the walls, the floor and the ceiling of this room
are made of unbreakable glass-like magic material. Opposite the door,
you see a beach and an ocean with steadily rolling waves, the sound of
which mixes with jazz music from the stereo. On your right, there's a
forest with old pines, oaks, shrubs and herbs. On the left, there you can
see a rocky hill with sheep ans sparse growth, like in the Yorkshire
moors.

Behind you, is, of course, the Hall. Above the room is a brilliant starry
nigh sky, dark blue with only a few cotton clouds. Below you is an ocean
with a reef full of corals, with dolphins, whales, orcas and different fish
floationg around in harmony. The smell of the oceans, the nightsky, the
forest and the moor are mixed, with an addition of orange and cinnamon
and the olfactory sensation is mystically soothing.

You see: You can go to ...
Uta   Tom   Markus' Office
Martina   Helen   Münster
Hasko   Nina   Britta
Ole   Stanley   Carlo   Andrea

notice board   recorder   bookshelf
coloured vase   Tom's dictionary

Web Window

Kotter, Negotiation of Meaning and Codeswitching Iin Online Tandems

Current Virtual Worlds

Cornell's SciFair

Margaret Corbit
corbimt@tc.cornell.edu

Club Penguin

There

vPMR

Gaia

Whyville

GRID STATUS:	ONLINE
Second Life Time:	7:07 pm PDT
Total Residents:	6,768,015
Logged In Last 60 Days:	1,739,130
Online Now:	31,821

Want to Learn More About Second Life?

1. Tech Support at Your Fingertips
2. Secrets of Scripting
3. Tools, Tutorials and Templates
4. Organize Your Out-of-control Inventory
5. Attend a Class going on now!

Second Life Growth

First Residents, 2002

1 Million Registered Users, October 2006

5 Million Registered Users, 3/26/07

Open letter from 1500 leading residents citing instability issues, bugs etc, 5/1/07
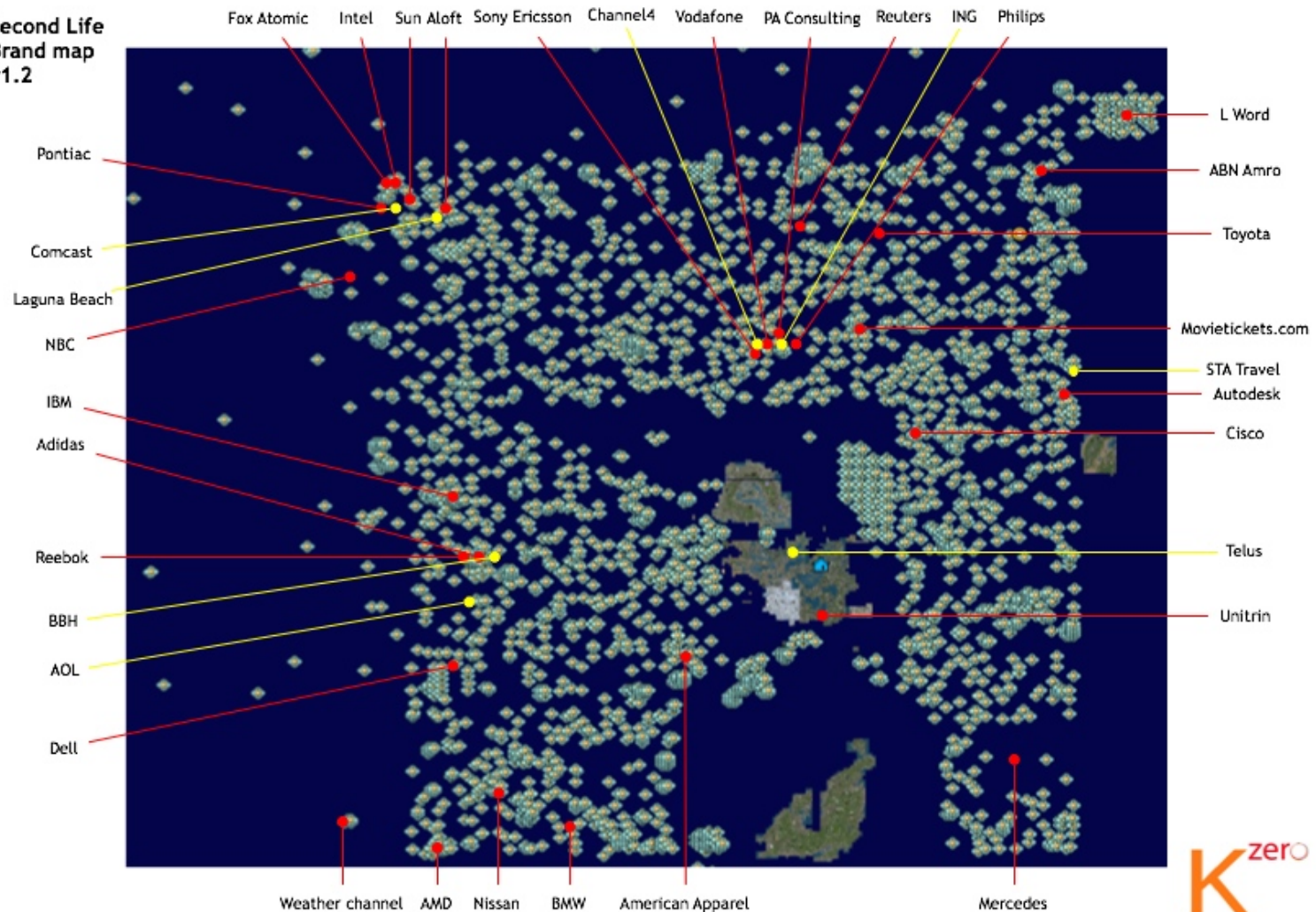
For SL history visit the…

SL History Wiki

Total signups

Total Signups

6000000

5000000

4000000

3000000

2000000

1000000

0

Jan 2006 to May 2007

http://dwellonit.blogspot.com/search/label/statistics
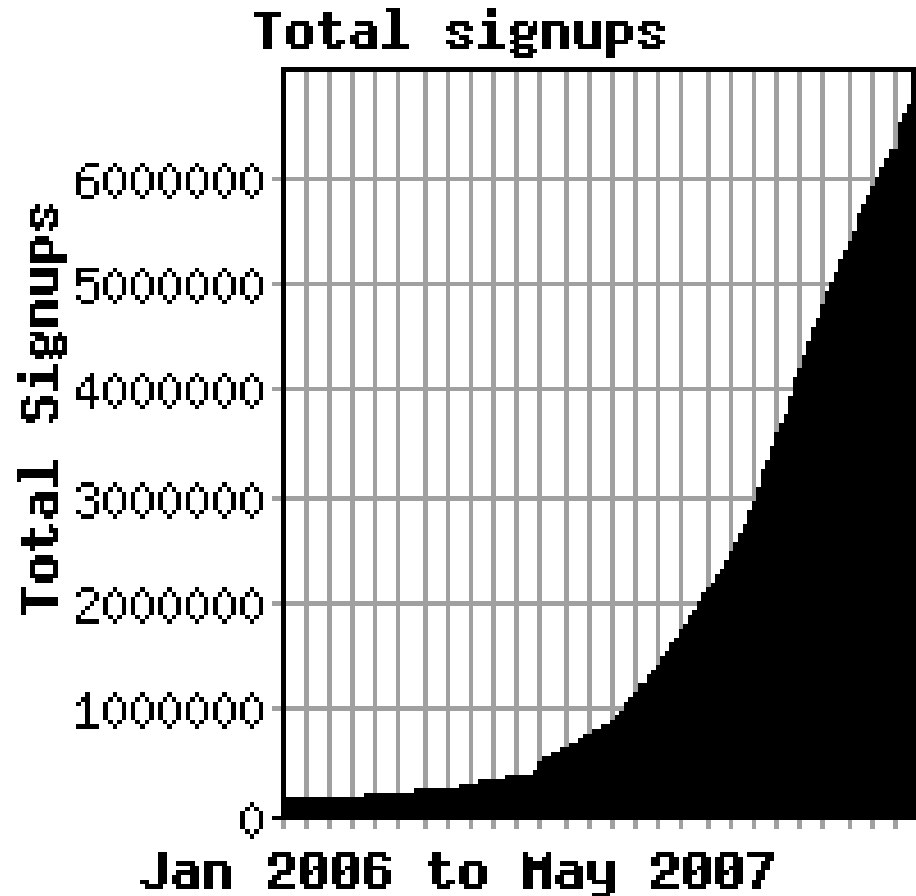
Last Month's Map

Corporate Experimentation

Second Life Brand map v1.2

Fox Atomic · Intel · Sun Aloft · Sony Ericsson · Channel4 · Vodafone · PA Consulting · Reuters · ING · Philips

Pontiac · Comcast · Laguna Beach · NBC · IBM · Adidas · Reebok · BBH · AOL · Dell

L Word · ABN Amro · Toyota · Movietickets.com · STA Travel · Autodesk · Cisco · Telus · Unitrin

Weather channel · AMD · Nissan · BMW · American Apparel · Mercedes

University Experimentation
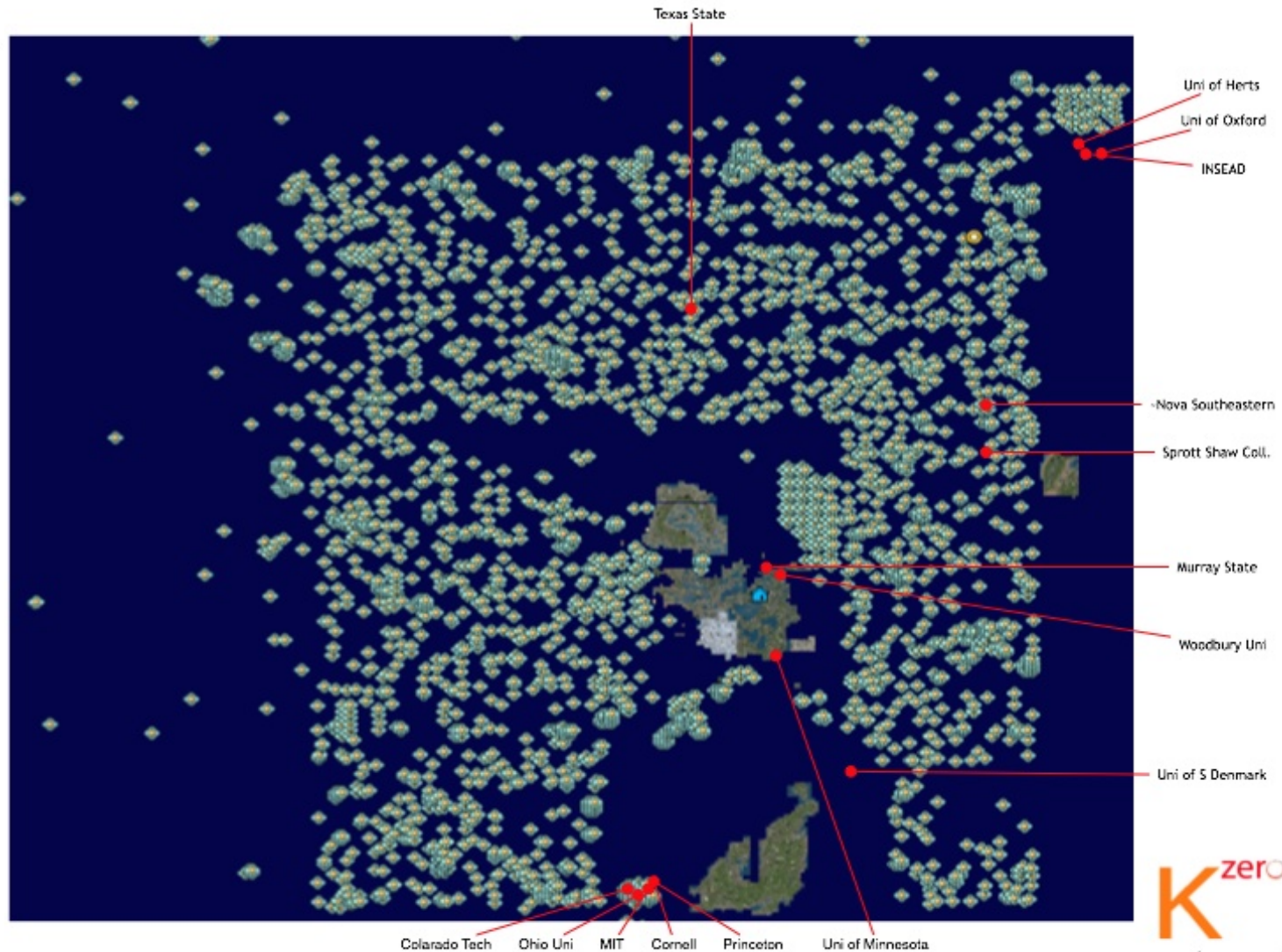
Lowest Hanging Fruit

- Lectures
- Panels
- Discussions
- Streamed Performance

Lectures

Howard Rheingold,
 Author of On-Line
Community
and Smart Mobs
visits
the NMC Campus

Image: NMC
Campus
Observer

Panels

Image: NMC Campus Observer

Discussions

Image: NMC Campus Observer

Streamed Performance

Image: NMC Campus Observer

Pros

- Relatively easy to accomplish
- Can be especially useful if your institution doesn't have Breeze/Connect or other real-time meeting/conferencing tools
- Coolness Factor
- "Engagement"
- Stickiness??

Cons

- Must be registered user, helps to have familiarity with SL already
- Significant machine/connection overhead
- Currently text-based environment for discussion

More Active Learning

- "Museum Exhibits"
- Simulations
- Theater/Live Action Role Playing
- 3D Graphics Creation
- Machinama Animation
- Computer Science/Programming
- Studies and Research on Virtual Worlds

ME1:Aura Lily's Egyptian Work

ME2: International Space Flight Museum
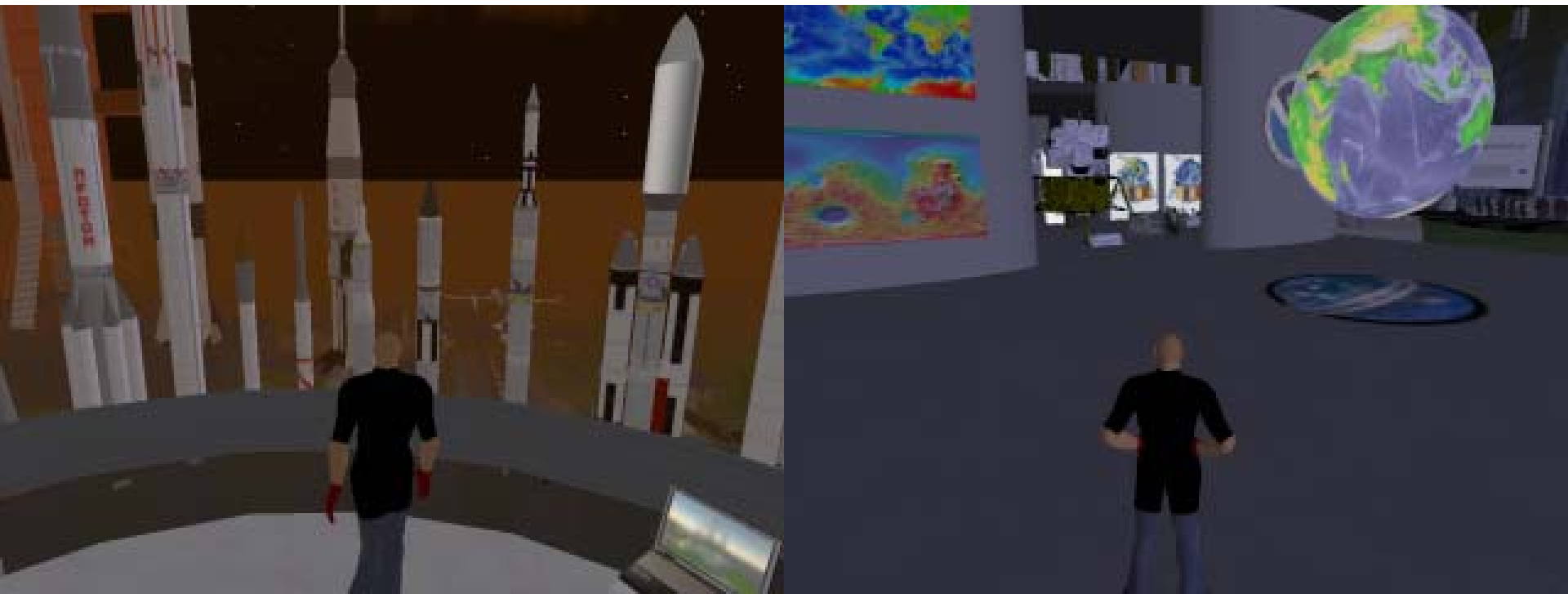
Simulation/Virtualization

- Weather Virtualization Map – live weather patterns

- Weather Balloon ride

- Virtual Hurricane Hunter

- Tsunami Simulation

- Under-water Guided Tour through different coastal regions

- Glacier Simulation

Aimee Weber's Hurricane Hunter Demo
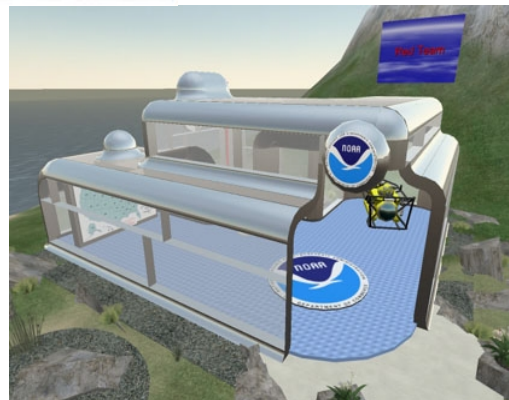
The Magicians' NOAA Headquarters

Aimee Weber's Tsunami Demo

Theater and Role Playing

Ars Digita Movement Workshop, NMC Campus

3D Graphics Creation

Images from James Wagner Au's

"-- AND HE REZZED A CROOKED HOUSE"
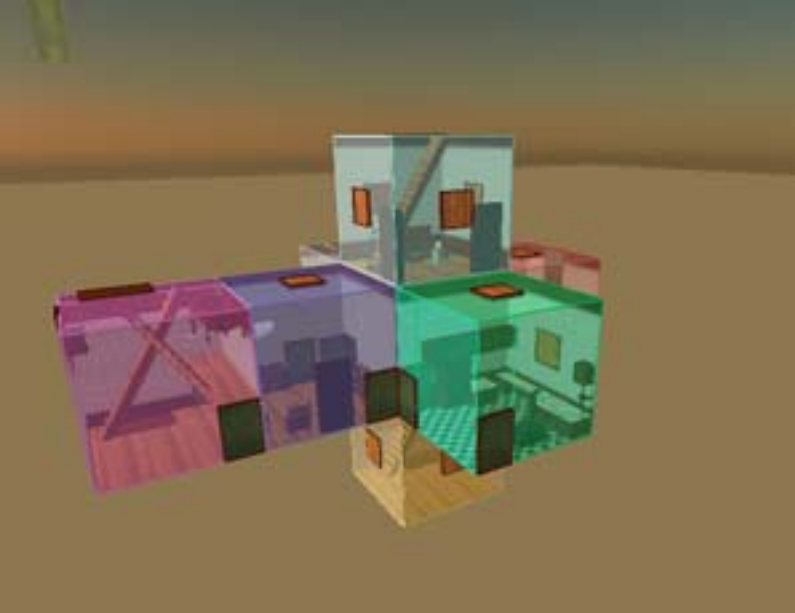
Machinama

"Beginning" Computer Programming

Linden Scripting Language

Key Pad Door

This keypad Door is composed of 3 scripts, one for the door, one for the keypad, and one for each keypad button. Below is the script for the button:

Put this script in each button. Make 11 buttons and name them the following: "Reset","Enter",and the numbers 1-9.

```
//Button Script
default
{
    touch_start(integer total_number)
    {
        llMessageLinked(LINK_ROOT,1,llGetObjectName(),NULL_KEY);
    }
}
```

Advanced Computer Programming
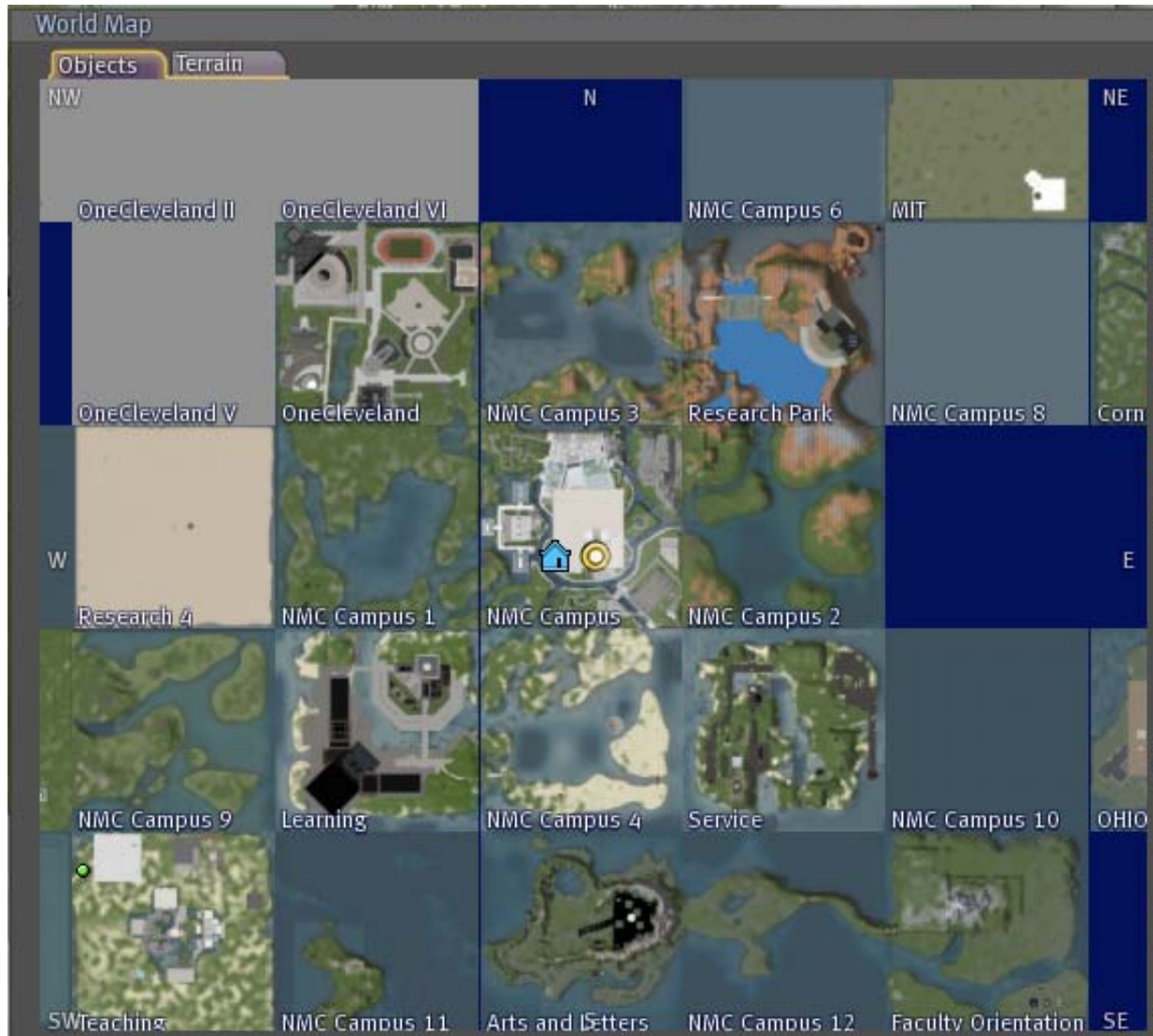
Areas for Study and Research on Virtual Worlds

- Social Interaction
- Social Media
- Branding
- Business Models
- Psychology
- Emergent Behavior

Educational Strategies
Art and Expression
Performance
Communication
The list goes on and on…

New Media Consortium Campus

1 Spohrer Center
2 Perez-Greene Plaza
3 Huntley Ballroom
4 Aho Museum
5 Gonick Amphitheatre
6 Jacob Hall
7 Malcolm B. Brown Library
8 Woolsey Hall
9 Sandbox Elevator
10 Sandbox
11 Boardroom

YOU ARE HERE

Member
Noir Gumshoe

Right click any nu... "Teleport" to go to the area.

Movies

A Lot of Growth!!!

Observer

Survey